

SEGA

INSTRUCTION MANUAL

# DOUBLE DRAGON™

*The Shadow Falls™*



 **TRADEWEST**  
An Interactive  
Entertainment Company



LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game--dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions--IMMEDIATELY discontinue use and consult your physician before resuming play.**

## **HANDLING YOUR SEGA CARTRIDGE**

The Sega<sup>TM</sup>Genesis<sup>TM</sup>Cartridge is intended for use exclusively on the Sega<sup>TM</sup>Genesis<sup>TM</sup>System.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional break during extended play, to rest yourself and the Sega<sup>TM</sup>Cartridge.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA<sup>TM</sup>. Buy games and accessories with this seal to be sure that they are compatible with the SEGA<sup>TM</sup>GENESIS<sup>TM</sup> SYSTEM.

WITH THE DEFECTION OF JIMMY  
LEE, THE SHADOW MASTER  
MUST RECRUIT A NEW  
**SECOND IN COMMAND...**

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GOOD TO BE BACK ON THE  
LIGHT SIDE, BRO! LET'S  
**CLEAN-UP** THIS TOWN!

HOLD ON, JIMMY,  
THERE'S SOMETHING  
**YOU NEED TO KNOW...**







## GETTING STARTED

1. Turn the power OFF on your SEGA GENESIS™

**WARNING:** Never try to insert or remove a Game Cartridge when the power is ON.

2. Make sure Controllers are plugged securely into the ports of the SEGA GENESIS™.
3. Insert the Sega Cartridge into the slot on the SEGA GENESIS™. Press firmly to lock the Game Cartridge in place.
4. Turn the power switch ON.
5. When you see the **"DOUBLE DRAGON V The Shadow Falls™"** logo screen, press START to begin the game and get to the Main Menu.





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IN THE  
DRAGON  
DOJO...

THERE ARE **FOUR FIGHT MODES**:  
TOURNAMENT, VS BATTLE, QUEST,  
BATTLE DEMO AND  
**TWO ADMINISTRATIVE MODES**:  
DOSSIERS & OPTIONS.

WHAT  
ARE ALL  
THESE  
**MODES**  
FOR?





# OPTIONS

HERE ARE SEVERAL THINGS  
TO MAKE GAME PLAY  
**COOLER!**

OPTIONS

DIFFICULTY	NORMAL
TIME LIMIT	50
CONTROLS	5
MUSIC	ON
SOUND EFFECTS	ON
MUSIC TEST	0
SOUND TEST	0
CUSTOMIZE CONTROLS	

SCROLL **UP/DOWN**  
AND **LEFT/RIGHT**  
WITH THE CONTROL PAD.

ALL CHANGES LEFT SHOWING  
WHEN YOU EXIT THE SCREEN  
BY PUSHING **START**  
WILL BE ACTIVE.

NOW,  
LET'S LOOK AT  
THE **SPECIFICS**...

YEAH, I  
GET IT!



PICK ONE OF FOUR  
LEVELS OF  
**DIFFICULTY**:  
NORMAL, HARD, PRO  
OR IF YOU'RE  
REALLY DENSE,  
PICK EASY.



PICK ONE OF FOUR  
**TIME LIMITS**:  
INFINITY, 30, 60,  
OR 90 SEC.



PICK  
NUMBER OF  
**CONTINUES**.  
(0 - 5)



SELECT **MUSIC**.  
EITHER ON OR  
OFF.



SELECT **SOUND  
EFFECTS**. ON OR OFF.



**MUSIC TEST** AND  
**SOUND TEST** ALLOW  
YOU TO HEAR ALL  
THE AUDIO IN THE  
GAME...  
**JUST FOR FUN!**



REMEMBER...YOU  
CAN USE **EITHER**  
THE **3-BUTTON** OR  
THE **6-BUTTON**  
CONTROLLER....

...THEY JUST WORK  
**DIFFERENTLY!**

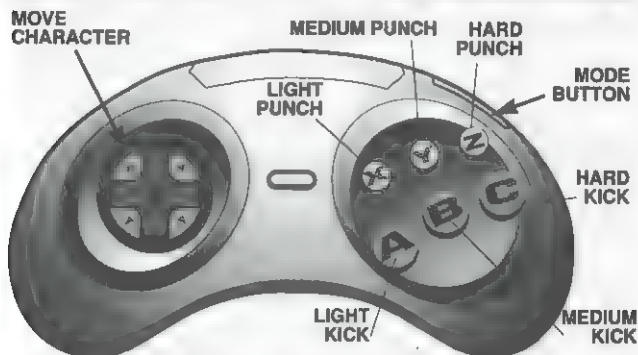
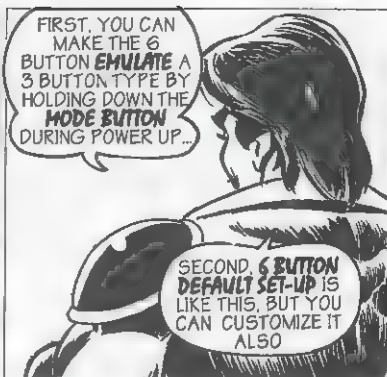


CHECK OUT  
**CUSTOMIZE  
CONTROLS** ON THE  
NEXT PAGE AND  
RETURN TO THE  
OPTIONS SCREEN  
WHEN DONE.



# USING THE CONTROLLERS





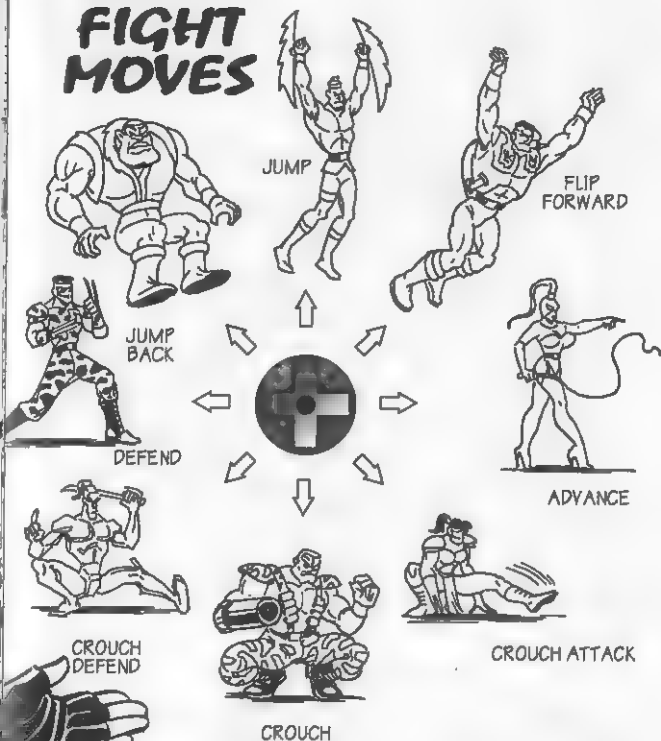




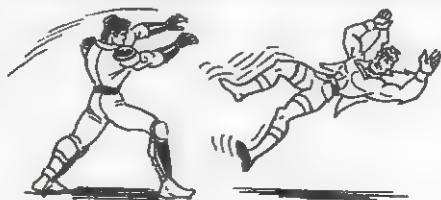
HERE ARE THE **BASIC**  
FIGHT MOVES

GREAT! LEMMEE  
STUDY THIS A  
MINUTE.

# BASIC FIGHT MOVES

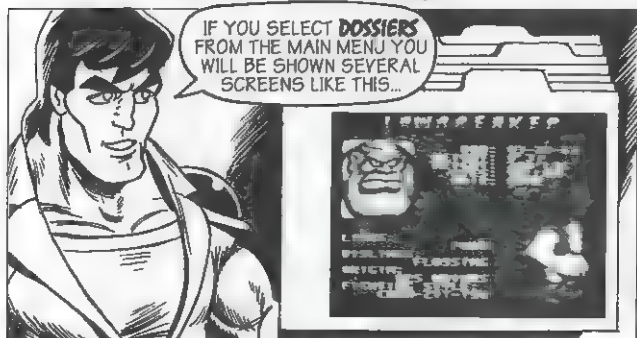


YOU CAN ALSO **GRAB & THROW**, IF YOU'RE CLOSE TO AN OPPONENT, BY ADVANCING AND PRESSING CERTAIN **ACTION** BUTTONS!





## DOSSIERS







SCROLL LEFT/RIGHT WITH  
THE CONTROL PAD TO  
VIEW THIS INFO.

## BILLY LEE

FIRSTBORN SON  
OF THE UNION  
BETWEEN THE  
VIRGINIA LEE  
FAMILY AND  
CHINESE LEE  
CLAN. BILLY  
PROFESSES AN  
INTEREST IN  
NEW AGE  
STUDIES. HE  
CAN SING AND  
HE LIKES TO  
LINE-DANCE,  
ESPECIALLY  
PROUD OF HIS  
EXTENSIVE  
COLLECTION  
OF COWBOY  
BOOTS.



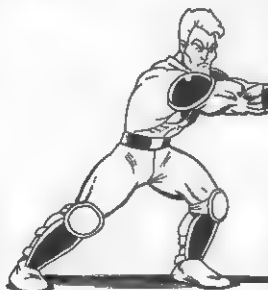
DOB: 10-23-69  
HEIGHT: 6'2"  
WEIGHT: 210 LBS  
EYES: BLUE  
HAIR: BLACK



LIKES: MILK  
DISLIKES: SHADOW MASTER  
ORIGIN: METRO CITY  
FIGHTING STYLE:  
ART OF THE DRAGON

SPECIAL MOVE:  
DRAGON SHOCK: 2, F+D

## JIMMY LEE



DOB: 10-23-69  
HEIGHT: 6'1"  
WEIGHT: 205 LBS  
EYES: BLUE  
HAIR: BLONDE

TWIN BROTHER OF BILLY AND  
ANNOYING COUNTERPOINT TO  
BILLY'S GOOD QUALITIES. JIMMY  
HAS A RUNAWAY MOUTH THAT HAS  
BECOME ENCUMBERED WITH HIS  
FEET ON MORE THAN ONE OCCASION.  
SPENDS A LOT OF TIME IN FRONT OF  
THE MIRROR.

LIKES: VIDEO GAMES  
DISLIKES: BAD HAIR DAYS  
ORIGIN: METRO CITY  
FIGHTING STYLE: SHADOW DRAGON

SPECIAL MOVE:  
DRAGON FIRE: 2, F+D

## BLADE



RECEIVED HIS FIRST PROSTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM HAVE LEFT BLADE CRUEL AND HEARTLESS NOT GIVEN TO EMOTIONAL OUTBURSTS. HE IS CAPABLE OF INFLECTING GREAT PAIN WITHOUT CONSCIENCE HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

**DOB:** 9-07-69  
**HEIGHT:** 6' 2"  
**WEIGHT:** 240 LBS  
**EYES:** GRAY  
**HAIR:** BLACK

**LIKES:** GOURMET CUISINE  
**DISLIKES:** FAST FOOD  
**ORIGIN:** PARIS, FRANCE  
**FIGHTING STYLE:** SLICE AND DICE

**SPECIAL MOVE:**  
**TORPEDO: E F+P**

## BONES



**DOB:** SAME AS DUST  
**HEIGHT:** 5' 10"  
**WEIGHT:** 72 LBS  
**EYES:** RED  
**HAIR:** DECOMPOSED

**LIKES:** MARROWLYN MONROE  
**DISLIKES:** DOGS  
**ORIGIN:** SIX FEET UNDER  
**FIGHTING STYLE:**  
STICKS AND STONES

**SPECIAL MOVE:**  
**GUN SHOT: F, DF, D+K**

FORMERLY A VALET TO KING SARGON 11, BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CANT SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL"

## COUNTDOWN



ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW-PROFILE CALIFORNIA GAME COMPANY. NO MATTER, HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT". DURING HIS

LIKES: NEW YEAR'S EYE  
DISLIKES: DMV EYE TESTS  
ORIGIN: NEW ORLEANS, LA  
FIGHTING STYLE: DISSIN'

DOB: CYBORG TYPE  
0041 ALPHA

HEIGHT: 6'1"  
WEIGHT: 225 LBS  
EYES: BROWN  
HAIR: BLACK

SPARE TIME,  
PLAYS ACCORDION  
WITH A ZYDECO BAND.

SPECIAL MOVE:

MISSILE SHOT: F, DF, D+K

## DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEAT-SUITS AND STUFF, NOT A RUFFLES AND LACE TYPE, SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN". NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS. AND DONT CALL HER "BABE".



LIKES: AEROBICS.  
DISLIKES: FLAB.  
ORIGIN: BRONX, NY  
FIGHTING STYLE: DIRTY

DOB: NOT TELLING  
HEIGHT: 5'11"  
WEIGHT: NO CONCERN  
OF YOURS  
EYES: BLUE  
HAIR: BLACK



## ICEPICK

**DOB:** 2-20-65  
**HEIGHT:** 6'4"  
**WEIGHT:** 245 LBS  
**EYES:** YELLOW  
**HAIR:** TRANSLUCENT

**LIKES:** ESKIMO PIES  
**DISLIKES:** GREENHOUSE  
EFFECT

**ORIGIN:** NOME, AK  
**FIGHTING STYLE:**  
ICEKIDO

WITH AN AVERAGE  
BODY TEMP-  
ERATURE OF  
30°, ICEPICK IS  
INDEED A  
COOL DUDE.  
HE HAS  
BEEN  
ACC-  
USED OF BEING COLD AND  
UNFEELING



WHEN THE TRUTH IS  
THAT ICEPICK LONGS  
FOR A NORMAL  
RELATIONSHIP WITH  
THOSE OF HIS OWN  
KIND. PROBLEM IS,  
HE'S ONE OF A KIND.  
MAKES THE BEST  
HOMEMADE ICE  
CREAM IN THE  
SHADOW WORLD AND  
IS AN AVID SKIER.

**SPECIAL MOVE:**  
**ICEBALL: 3, F+P**

## JAWBREAKER



**DOB:** 3-23-63  
**HEIGHT:** 6'3"  
**WEIGHT:** 280 LBS  
**EYES:** YELLOW  
**HAIR:** NONE

**LIKES:** ANYTHING EDIBLE  
**DISLIKES:** FLOSSING  
**ORIGIN:** DES MOINES, IA  
**FIGHTING STYLE:**  
CHEW-ZIT-TSU

BREAKER HAILS FROM THE MID-  
WEST, WHERE YEARS OF SURVIVING  
ON THE GREAT PLAINS ENABLED HIM  
TO EAT ANYTHING, BUT HE'S  
ESPECIALLY FOND OF TRAILER  
HITCHES AND BUNGEE CORDS COULD  
DEFINITELY BE CALLED THE WORLD'S  
GREATEST CONSUMER.

**SPECIAL MOVE:**  
**FLYING HEADBUTT: F, F+P**

## SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES, WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS  
DISLIKES: INFOMERCIALS  
ORIGIN: SILICON VALLEY, CA  
FIGHTING STYLE: RE BOOT TSU

DOB: 5-21-70  
HEIGHT: 5' 10"  
WEIGHT: 115 LBS  
EYES: GREEN  
HAIR: BLACK

SPECIAL MOVE: **CLAW ROLL ATTACK:**  
D, DB, B+P

## SHADOW MASTER



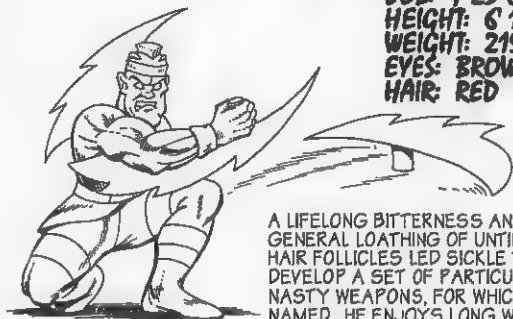
DOB: CENTURIES AGO  
HEIGHT: 6' 5"  
WEIGHT: 250 LBS  
EYES: RED  
HAIR: WHITE



LIKES: NIGHTLIFE  
DISLIKES: DAYTIME TV  
ORIGIN: NIGHTMARES  
FIGHTING STYLE:  
ART OF THE SHADOW

EVIL INCARNATE. CANT SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WREAKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS

## SICKLE



DOB: 7-23-64  
HEIGHT: 6'1"  
WEIGHT: 215 LBS  
EYES: BROWN  
HAIR: RED

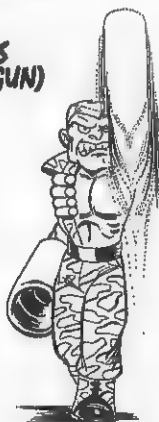
A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTIDY HUMAN HAIR FOLLICLES LED SICKIE TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD SCISSORHANDS.

LIKES: STYLING MOUSSE  
DISLIKES: DULL KNIVES  
ORIGIN: HOLLYWOOD, CA  
FIGHTING STYLE: SU GIN

SPECIAL MOVE:  
**ENERGY BLADE: D, DF, F+P**

## TRIGGER HAPPY

DOB: 4-21-59  
HEIGHT: 6'2"  
WEIGHT: 270 LBS  
(WITH GUN)  
EYES: BROWN  
HAIR: SILVER



LARGE HULK FASCINATED WITH PYROTECHNICS AND PROJECTILES OF ALL KINDS. SURPRISINGLY FOND OF KNITTING AND DESIGNING HIS OWN VERSIONS OF KEVLAR ARMORED FABRIC. HIS PRIZED POSSESSION IS A GOLD-PLATED NAIL GUN AWARDED HIM BY THE METRO CITY CARPENTER'S UNION. LIKES: CREW CUTS  
DISLIKES: BALLET  
ORIGIN: BARSTOW, CA  
FIGHTING STYLE: LOCK AND LOAD

SPECIAL MOVE:  
**ROCKET UPPER CUT: F, DF, D+P**



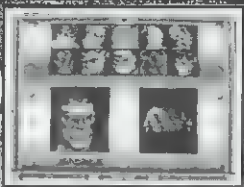
PUSH **START** TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES. THAT SENDS YOU TO THE **CHARACTER SELECTION** SCREEN.



# CHARACTER SELECTION

MEANWHILE, IN ANOTHER  
PART OF METRO CITY...

YOU CAN  
SELECT ANY OF  
US 8 VILLAINS  
OR (YUK) THE 2  
LEE BROTHERS!



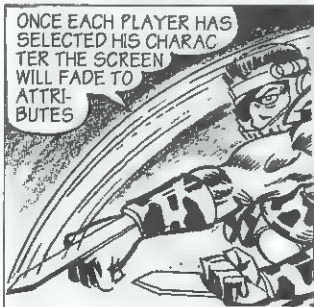
SCROLL WITH  
THE CONTROL  
PAD AND NUKE  
YOUR  
CHOICE WITH  
THE **START**  
BUTTON



YO! THE  
**A.B.C.**  
**(X.Y.Z.)**  
BUTTONS  
CAN  
BE USED  
TO CHANGE  
THE COLOR  
OF YOUR  
CHARACTER  
YUM, YUM!



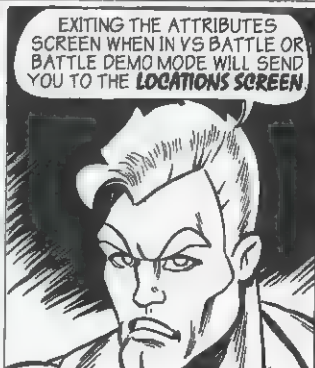
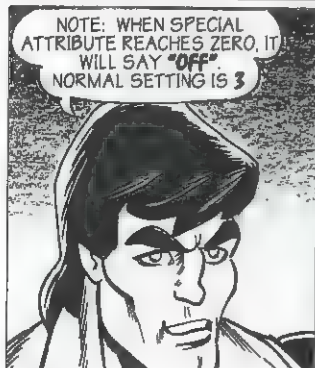
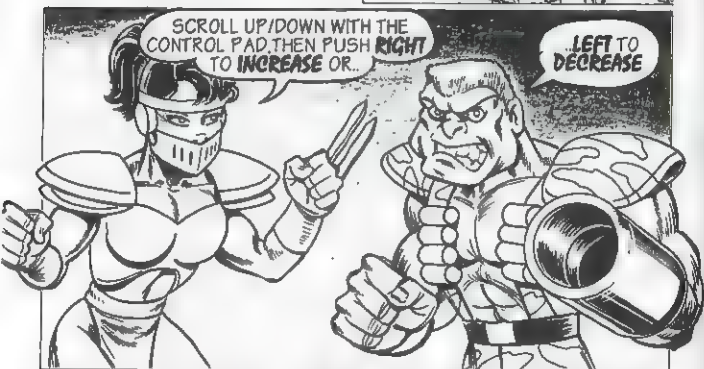
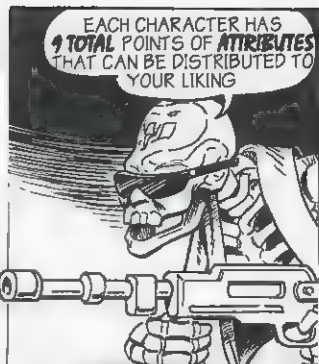
ONCE EACH PLAYER HAS  
SELECTED HIS CHARAC  
TER THE SCREEN  
WILL FADE TO  
ATTRI  
BUTES



LET'S  
TAKE A LONG,  
COLD LOOK AT  
SOME OF THE  
**ATTRIBUTES**  
ON THE NEXT  
PAGE...



# ATTRIBUTES



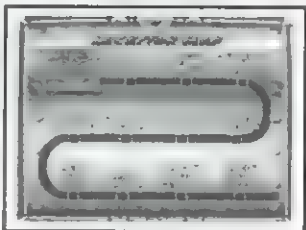
# BATTLE LOCATIONS

BACK AT THE  
DRAGON DOJO

C'MERE, JIMMY,  
I WANT TO SHOW  
YOU SOMETHING



THERE ARE **12** FIGHT ARENAS  
IN METRO CITY. SCROLL WITH  
THE CONTROL PAD TO THE  
LOCATION OF YOUR CHOICE AND  
SELECT WITH **ANY BUTTON**



(THE LOCATION IS SELECTED  
BY THE FIRST PLAYER TO  
PUSH THE **START** BUTTON.)

YOU MEAN I CAN FIGHT  
**ANYWHERE** I LIKE?



ONLY IN **VS BATTLE** OR  
**DEMO** MODES





NOTE: IN **TOURNAMENT** MODE  
THE COMPUTER RANDOMLY  
SELECTS LOCATION AND  
ADVERSARY.

IN **QUEST** MODE THE COMPUTER  
SELECTS LOCATION AND  
ADVERSARY DEPENDING ON WHICH  
CHARACTER YOU HAVE SELECTED  
FOR YOURSELF. GOT IT?

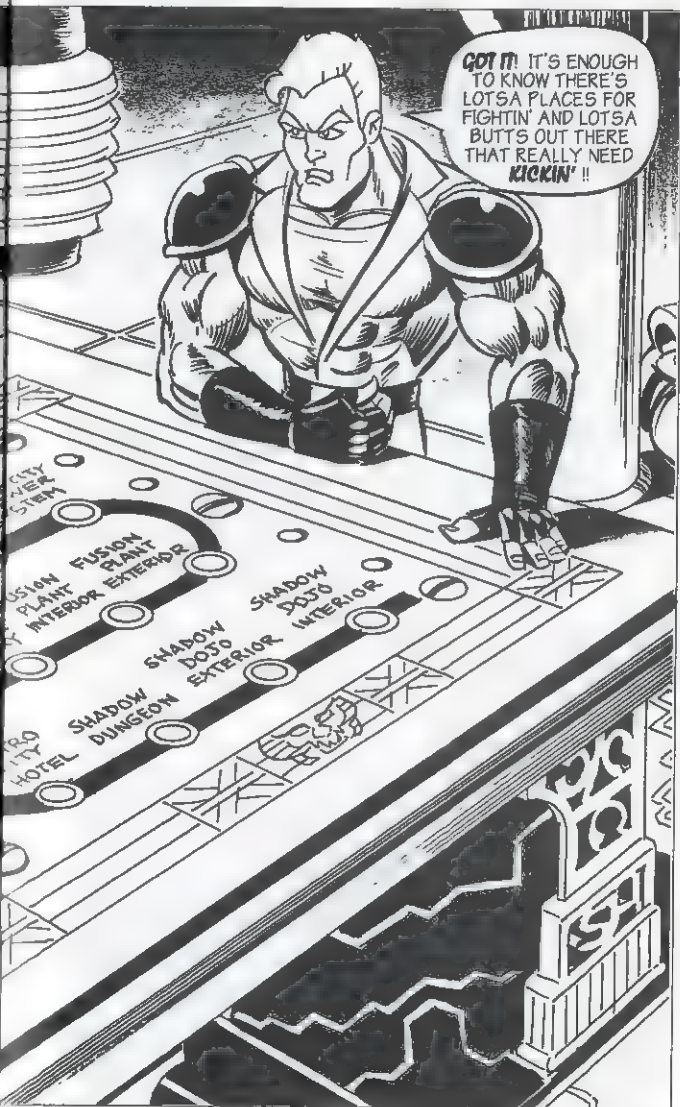
DRAGON  
DOJO  
INTERIOR

DRAGON  
DOJO  
EXTERIOR

CODY'S  
NUTROM  
GRILL

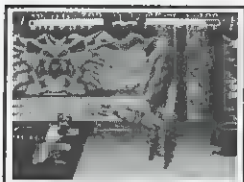
DUSTY'S  
GARAGE

CHEMICAL  
FACTORY



GOT IT! IT'S ENOUGH  
TO KNOW THERE'S  
LOTSA PLACES FOR  
FIGHTIN' AND LOTSA  
BUTTS OUT THERE  
THAT REALLY NEED  
**KICKIN' !!**





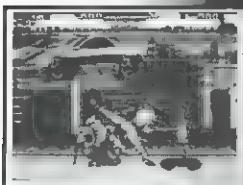
**DRAGON DOJO  
INTERIOR**



**DRAGON DOJO EXTERIOR**



**CHEMICAL  
FACTORY**



**DUSTY'S  
GARAGE**



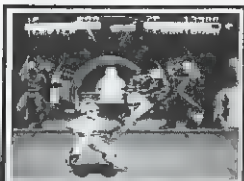
**METRO CITY HOTEL**



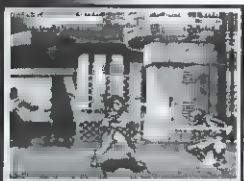
**SHADOW DUNGEON**



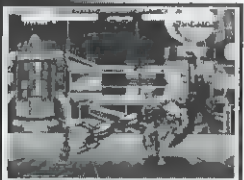
**CODY'S NUTRON GRILL**



**METRO CITY  
SEWER SYSTEM**



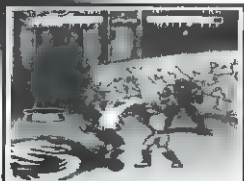
**FUSION PLANT  
EXTERIOR**



**FUSION PLANT  
INTERIOR**



**SHADOW DOJO EXTERIOR**



**SHADOW DOJO INTERIOR**

# FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS

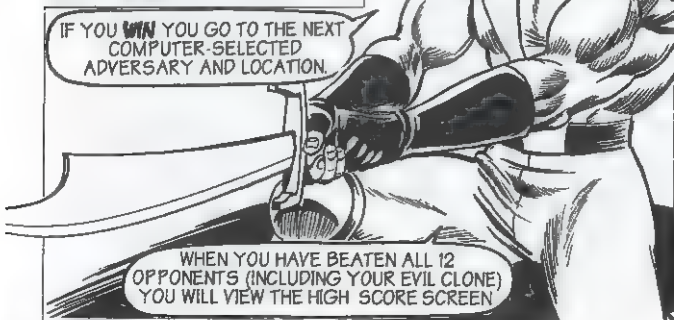


YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT.



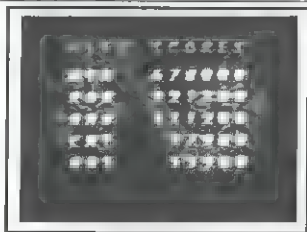
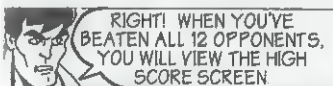
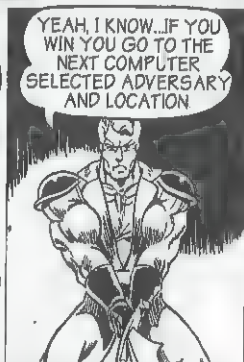
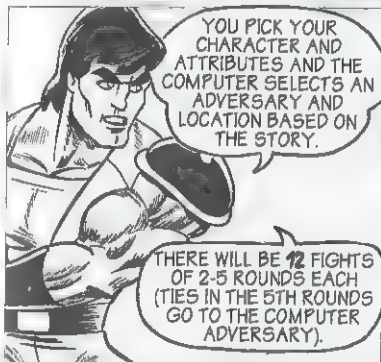
THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).

IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

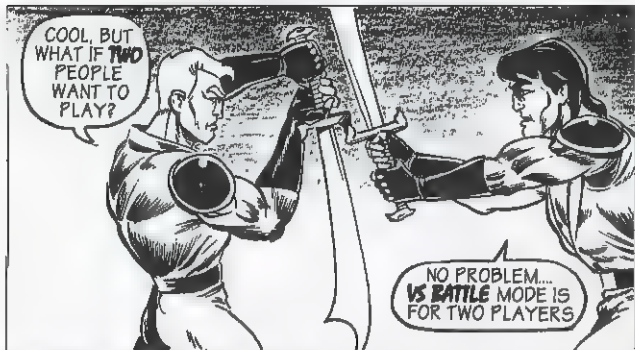


WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL CLONE) YOU WILL VIEW THE HIGH SCORE SCREEN

# FIGHT MODES



# FIGHT MODES





# FIGHT MODES

THERE WILL BE **UNLIMITED** FIGHTS OF 2-5 ROUNDS EACH (3 TIE ROUNDS PERMITTED). AFTER EACH FIGHT YOU'LL SEE THE **BATTLE STATS** SCREEN.



JUST PUSH **A,B,C, (X,Y,Z)** TO GET THE **CONTINUE / RESET** SCREEN.



WHAT HAPPENS IF I GET **TIRED** OF TAKIN' OUT THESE **DUDES**?



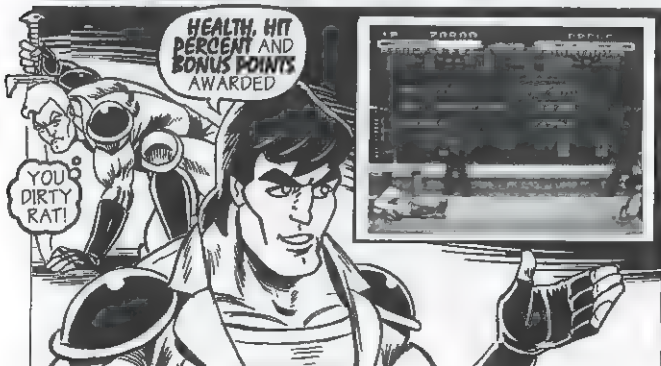
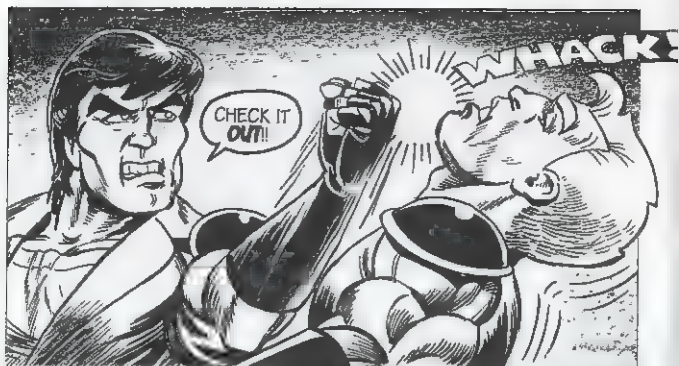
**BATTLE DEMO** MODE ALLOWS YOU TO PICK TWO OF 10 FIGHTERS AND ONE OF 12 LOCATIONS AND VIEW A **COMPUTER CONTROLLED** FIGHT!



THERE IS **NO HUMAN CONTROL** OF THE FIGHTERS IN THIS MODE, AND AT THE END OF THE FIGHT, YOU WILL RETURN TO THE **TITLE SCREEN**.

WELL, HOW DO WE KNOW WHO **WINS** AND **STUFF**?









OK, JIMMY. I GUESS  
YOU'VE EARNED IT.



BUT REMEMBER THE  
CODE OF THE DRAGON...



DON'T WORRY,  
I REMEMBER.  
"FIGHT **FIRST**..."

OOFF!

WRONG!  
IT'S  
FIGHT  
FAIR!...

... FIGHT  
PURE AND  
FIGHT WITH  
HONOR!



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